

Emerson Junior Baseball League

Revised and Approved March 2010

PEE WEE LEAGUE RULES

2010

Emerson Junior Baseball League (EJBL) rules were originally based on the Official Baseball Rules published by National Baseball Congress. These rules have been modified over the years and may be amended further in the future. These EJBL Rules have been, and proposed changes to must be, approved by the EJBL Board. Failure to abide by the EJBL rules may result in the suspension of the Managers, coaches and or players.

The school grade of each child will normally be the factor used to determine in which league the child will play. There is also an age criterion to be met. Children in the 1st or 2nd school grades (and third graders) who will not be age 9 before May 1st of the baseball season can be in the Pee Wee League. Once a child begins playing in the EJBL, the natural progression must be followed (after Pee Wee, two years in Minors, two years in Majors, one year in Ponies (U13) then Babes (U15). Advancing a child to a higher level league based on talent is NOT permitted. Moving a child down to a lower level league than their age prescribes is also prohibited. If a child has been left back in school or is physically challenged (disabled), a determination as to which league the child plays in will be made on a case by case basis. Input from the child's parents will be sought. The EJBL Board has final approval authority.

1. ***BYPASS***

No Managers or coaches may make mutual agreements to bypass any rules. Managers, coaches and umpires must abide by these Rules and notify the League VP or EJBL Board of any problems that arise. Failure to comply with the Rules may result in suspensions or dismissal from the EJBL.

2. ***STARTING TIME***

Refer to the schedule for starting times of games. Night games on the Pee Wee field usually start at 6:00P.M. Umpires, if assigned, Managers and coaches must make every effort to begin games promptly and insure all safety equipment is present before the game can begin. Teams have 15 minutes from the start time to meet the minimum requirement of seven players but the game must begin as soon as each team has seven players available. **See Rules 13 and 14.**

3. ***STOPPING TIME***

For April games that begin at 6:00 P.M. on either the Pee Wee JV, or Minors fields no new inning may begin after 7:45 P.M.; beginning May 1st no new inning can begin after 8:00 P.M. The Managers, jointly, will retain complete and unquestioned authority to halt a game at any time for safety reasons, including darkness. If lightening is sighted, the game will immediately cease and terminate at that point. **Refer to Rules 4 and 39.**

4. ***LENGTH OF GAMES***

Games will be four innings until May then they will be five innings. Since scores should not be kept, the home team should bat as many times (half innings) as the visiting team. Saturday games must be limited to two hours 15 minutes. If a game is cancelled before three full innings have been completed the League VP should be notified to attempt to reschedule the remainder of the game that will be played from the point of suspension. **Refer also to Rules 12 and 38.**

5. ***MERCY RULE***

Scores are not kept. If at least eight batters are in the lineup and each player has hit in an inning before three outs are made, the inning must end prior to a batter hitting a second time that inning. If the lineup has fewer than eight batters, the inning ends after the tenth at bat in that inning or the third out is made.

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6. *DUGOUT or BENCH AREA*

The home team shall have the first base side dugout/bench area. Both teams are responsible for the equipment and field cleanup. No players should be in the stands or by the other team's bench area during a game. Only team players, the Manager and four coaches (chosen by the Manager) are permitted on the field or in the bench area/dugout during pre-game warm-ups and the games.

7. *PREGAME WARM UP*

The scheduled teams must equally split available warm up time prior to game time.

8. *UMPIRING*

An offensive coach will call balls and strikes for his/her own team when a player is pitching; walks are not permitted. Umpires behind home plate must use a mask and other protective equipment. The managers, coaches/umpires shall not allow anyone behind the backstop. Managers may jointly pick an umpire for the bases from the stands or a coach on whom they both agree. They must abide by the Umpire's decisions.

9. *SUBSTITUTION*

Umpires shall not keep the lineup cards. Managers are responsible for communicating substitutes, pitching changes and batting orders. **Refer also to Rules 4, 11, 24 and 25.**

10. *PLAYER SWITCHING*

The switching of a player's defensive position while an inning is under way is prohibited except for switches related to pitching changes, an injured player requiring a replacement and/or at a player's request for safety reasons. If the player who will be your catcher next inning is on base with two outs he/she can be replaced as a runner by a player who last made or was forced out.

11. *EXCHANGE OF LINEUPS*

Managers or coaches of opposing teams need not exchange starting lineups prior to the game or if the game is suspended prior to being an "official game". **See Rules 4 and 38.**

12. *SCOREBOOK*

A scorebook need not be maintained other than to track innings pitched and lineups for both teams. **Refer to Rules 4, 11, 24 and 25.**

13. *BATTING ORDER - MINIMUM PLAYERS*

A continuous batting order will be used consisting of all players present at the start of the game. Any player who joins a game after the first pitch must bat in the last batting position. Teams must have a minimum of seven available players to start the game. Eighth and/or ninth fielders (outfielders) can be borrowed from the opposing team each inning by using the opposing player who made the last out. If a team has fewer than seven players the opposing coaches may combine the available players for a scrimmage game providing that each team would then meet the minimum requirement. Borrowed players cannot pitch against their regular team. Players cannot be taken from other leagues in or out of the EJBL to fill voids. Pitching limitations per **Rule 24** still apply. On defense, a tenth player will be used as a fourth outfielder.

14. *PLAYINGTIME*

All players present at the start of a game must play in the field a minimum of three of the first four innings. No player should sit two innings in a row. Players who arrive after the start of the game will be subjected to the following standard.

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| <u>Inning</u> of arrival | <u>Must Play</u> |
|------------------------------------|--|
| 1 st | Not less than three innings of a complete game |
| 2 nd or 3 rd | Not less than 2 innings of a completed game. |
| 4 th or later | Not less than one inning of a completed game. |

When a player arrives late but the player's team batted through the lineup already (meaning the leadoff batter already batted twice) the late player must be added as the last batter in the original batting order. Free substitution of fielders (except the pitcher) is permitted, at the start of each inning. Allowing players to play different positions is mandatory. Failure to observe the playing time stipulation may result in suspensions or dismissal from the EJBL. Such incidents must be reported to the League VP or EJBL Board. **See Rule 10.**

15. **COACHING ALIGNMENT**

Two adult base coaches are allowed and one coach will serve as umpire/pitcher. Coaches from the other team should be used as base coaches if the team batting does not have enough coaches available. One coach should work with (instruct) the on deck batter. On defense, two adult coaches are permitted to stand behind the infielders to direct proper throws while another helps the catcher. Players cannot be used as coaches. Each team is limited to five coaches, including the Manager, during pre-game warm-ups and the game. The Manager will select their coaches before the game. **Refer to Rules 6 and 44.**

16. **DISTRACTION**

There is to be no interference by Managers, coaches, players or spectators with the umpires, other coaches or players, either on offense or defense. Interference is defined as any action, vocal or physical, which tends to distract or otherwise impair the efficiency of an umpire, coach or player in the performance of his/her responsibilities. If the Umpire, Managers or coaches cannot easily and calmly prevent parents or other fans from disrupting the game, the game should be suspended and the incident must be reported to the League VP and EJBL Board as soon as possible. Remember: the goal of the League is to instruct and have fun!

17. **PLAYER EQUIPMENT**

Players must use EJBL approved equipment. Only EJBL approved bats shall be permitted. Bats can be a maximum of 33 inches in length and not exceeding a 2¼-inch barrel. If wooden, the bat is not to be less than 1¼-inch at the smallest point and not less than an inch for bats less than 30 inches. All bats must be taped not exceeding 16 inches from the small end. Bats must have visible Little League, Pee Wee or Tee Ball logo or printed approved dimensions. Uniforms, when supplied, are to be worn at games or special events designated by EJBL officials. Under no circumstances shall a player, while wearing a uniform, engage in any fundraising without the express consent of EJBL or Friends of Emerson Junior Baseball.

For games, all players should be in full uniform, when supplied, properly worn, with shirts tucked in and caps on with the peak to the front. In games or practice, legs must be covered completely with pants and/or socks. All players shall be required to wear necessary protective equipment including an athletic supporter and it is mandatory for all catchers to wear a protective cup during games and practices. It is suggested that all players wear a protective cup during games and practices. Any player not in conformity with these rules shall be declared ineligible. Each team must bring one new ball per game.

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18. SAFETY

If a player intentionally and without regard to others, throws a bat/helmet or misuses equipment, that player may be ejected from the game. The stocked medical kit must be present prior to the start of each game. Prior to the game, efforts should be made to ensure a cell phone is available in case of an emergency. There will be no chewing/eating gum, food or candy on the field or in the dugout area. No metal cleats will be allowed. Players are encouraged to bring water containers (not glass) to games and practices. No hanging or unsafe jewelry should be worn. Any player with an injury that warranted a trip to a doctor, medical facility or hospital will not be permitted to practice or play until a doctor's note clearing the child to play is presented to the team Manager and, if requested, the EJBL Board. Flack jackets / vests are available and can be used by batters facing pitching from another player, Manager or coach.

19. PLAYER CONTROL

Managers and coaches are required to keep all players not on the field together in the dugout or bench area, except the on-deck batter or players instructed by the Manager to warm up. This protects players from injury via foul balls or thrown bats and prevents player interference. No one is permitted to stand behind the backstop.

20. ON DECK BATTERS

Only the batter and on deck batter may have bats in their hands and only after they put on batting helmets, preferably, with face-masks. This rule is an important safety rule that coaches must uphold. All bats must be kept in the on deck area or an equipment bag.

21. TEE HITTING

Every player on each team will bat one time off the batting tee in the first inning without outs or runs being counted (Rule 5 does not apply). When hitting off a Tee, the ball must travel further than nine feet from the Tee into fair territory or it will be considered a foul ball. There will be no strikeouts off the Tee. A player must be near the pitcher's mound as a fielder.

22. TEE PITCHING

After one round of hitting off the Tee, opposing players will pitch to the batters. There will be no walks issued, three strikes will constitute an out and three outs will complete that half inning. A player pitcher will throw a maximum of four pitches to the same batter. The umpire/offensive coach will call balls and strikes but walks are not permitted. If the batter has not completed his/her turn at bat after four pitches thrown by the pitcher, an offensive coach will then pitch to that batter with the count remaining from the player pitcher. Strikes must be called when the Coach pitches.

23. PITCHING - BASE DISTANCE

The pitcher's rubber will be set 38 feet from the rear of home plate. Bases will be 52 feet apart. Two bases will be used in the first base to prevent collisions. An orange "safety base" base will be the base the batter should run to while the white base will be used by the defensive team.

24. PITCHING LIMITATIONS

A single live pitch thrown (during the game) constitutes a full inning pitched. (**Refer also to Rules 26 and 28**). A pitcher may pitch a maximum of 4 innings per week, which runs from Sunday through Saturday. A pitcher may pitch to a maximum of, whichever comes first, 11 batters or two innings in a game. A player who pitches to 11 batters or two innings must have three days rest before pitching again and a player who throws a single pitch must not pitch the next day. (Example: a player pitching 11 batters or 2 innings on Monday can not pitch again until Friday).

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If at any time during a game, a defensive coach feels he does not have a player pitcher available or for safety reasons, he may relinquish player pitching and the opposing coach will pitch to his/her own team. Once a player pitcher is removed from pitching, he may not reenter the game as a pitcher. The rest rule shall have precedence over innings per week rule.

25. **REPORTING RESPONSIBILITIES**

Both Managers must keep a record of the pitchers used for each team and the number of innings they pitched. Noncompliance with Rule 24 must be immediately reported to the League VP or EJBL Board. The VP must be notified of problems incurred. **See Rules 12 and 24.**

26. **WARM UPS - PITCHES**

A pitcher shall have a maximum of six warm up pitches. The catcher is permitted one throw down to second base per inning on the last warm up pitch. One live pitch thrown (during the game) constitutes an inning pitched for the purpose of pitching limitations. **Refer to Rule 24.**

27. **BALKS - INTENTIONAL WALKS**

Balks are not applicable. There will be no intentional walks permitted.

28. **HIT BATTERS - WALKS**

A pitcher must be removed if he/she hits two batters in one inning or 3 batters in a game. **FLACK JACKETS / VESTS ARE AVAILABLE FOR THE BATTER'S PROTECTION.** There will be no walks issued. A batter hit by pitch may advance to first base or continue hitting.

29. **TRIPS TO THE MOUND**

Visits to the same pitcher by the Manager or coaches should be kept to a minimum.

30. **OVERTHROWS**

If a thrown ball (other than a pitch) lands in fair or playable foul territory, the runners may advance at their own risk. If a ball is thrown out of play by a fielder, the runners will advance one base (not two) from the last base the runners occupied when the ball was released as determined by the umpire.

31. **INFIELD FLY**

The Infield fly rule will not be in effect.

32. **TAGGING UP**

Tagging up is not permitted on any fly ball.

33. **BUNTING**

Bunting is not allowed.

34. **STEALING**

No leading or stealing is allowed. Runners may leave the base only after the ball is hit or the batter is hit by a pitch. Batters cannot advance to first base on a missed third strike.

35. **SLIDE RULE - INTERFERENCE**

If a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or force the runner out, the runner will be called out. If a runner goes out of his/her way in an attempt to take out the fielder who already had the runner out, the other runner going to the base where the fielder was attempting to throw to shall also be ruled out. Any defensive player blocking any base or baseline will forfeit any out made as a result of the interference. Headfirst sliding to advance to the next base is prohibited; the runner is ruled out. Coaches must explain rules to players before games and explain mistakes when made. **This is an instructional league!**

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36. PROFANITY - CONDUCT

Intentional profanity by a player, Manager or coach is prohibited and must be reported to the League VP or the EJBL Board. The person using profanity may be ejected from the game. Smoking is not allowed on the field or in the bench area. **Refer also to the Ejections Rule.**

37. CLEANUP

At the end of the game, coaches and volunteers from both teams will rake the infield, pitcher's mound, batter's box and baselines, clean bench areas and equipment and lock up equipment.

38. CALLED or SUSPENDED GAMES

Determination that a field is playable or not will be made by the Fields Coordinators, the EJBL President, EJBL Executive Vice President or League VP (in that order, if available). That person or his/her assistant will report the cancellation as soon as possible to the Managers of the teams scheduled to play and the concession coordinator. The Managers must notify their players and their league VP. The league VP will notify the person in charge of scheduling. If a game is called before the completion of three full innings it will be declared a "suspended game". The game may be rescheduled and played from the start of the half inning that had not been completed. **Refer also to Rules 4, 9 and 11.**

39. RESCHEDULED GAMES

All games to be rescheduled for any reason will be done only by the EJBL Scheduling Coordinator in conjunction with the League VP. The VP of the League will notify the team Managers. Rescheduled games will be played within one week of cancellation, if possible. Games may be rescheduled as early as the next calendar day, which may include Sunday.

40. PROTESTS

Protests are not permitted.

41. SEASON

The regular season shall be determined each year based on a number of factors including the number of teams and All Star team schedules.

42. POST SEASON

No post season tournament will be held among the EJBL Pee Wee teams.

43. AWARDS

Participant trophies will be presented to all players.

44. COACHES CERTIFICATION

All Managers and coaches are required to be certified through an EJBL approved course, namely the Rutgers certification, which since 1996 is a lifetime certification. The EJBL Board Member in charge of certifications will notify any current coaches and Managers who were previously certified through other courses when their certification must be updated. The EJBL Board will determine who is authorized to manage or coach.

This is an instructional league!